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BRANSON GIANCARLO

How to Be a Programmer Case Studies in Cultural Anthr

Motivate your students to study finance by focusing on its five underlying principles. Foundations of Finance enables students to see the big picture by helping them understand the logic that drives finance rather than having them memorize formulas. The seventh edition now includes Cautionary Tales, a reordered presentation, and integration with Pearson's revolutionary online software, MyFinanceLab.

The Philosophy and Engineering of Autonomously Creative Systems Pearson Education India

This work examines race, class, and the mechanics of inequality in the US, focusing on Kentucky and its political and social transformation from slavery, sharecropping, and Jim Crow through the populist era, the rise of the Ku Klux Klan, and the state's integration into the global economy. The author combines sociological insight with her own personal narrative to illustrate the ways in which constructions of race and the promise of white privilege have been used in two Kentucky counties to divide working class people. Buck teaches anthropology and sociology at a college in Kentucky. c. Book News Inc.

Drawing and Understanding Fossils Simon and Schuster

The book provides a description of the Standard ML (SML) Basis Library, the standard library for the SML language. For programmers using SML, it provides a complete description of the modules, types and functions composing the library, which is supported by all conforming implementations of the language. The book serves as a programmer's reference, providing manual pages with concise descriptions. In addition, it presents the principles and rationales used in designing the library, and relates these to idioms and examples for using the library. A particular emphasis of the library is to encourage the use of SML in serious system programming. Major features of the library include I/O, a large collection of primitive types, support for internationalization, and a portable operating system interface. This manual will be an indispensable reference for students, professional programmers, and language designers.

A Resource for Educators = Nga Akonga Kapo, He Kaha Kore Te Aheinga Kite Ranei: He Rauemi Ma Te Kaiwhakaako Mathematical Assn of Amer

More than 6 million children with disabilities in North America require assistive technology and related services each year in order to participate and succeed in school. This book, Quality Indicators for Assistive Technology, provides an essential guide for assessing a child's needs, choosing and implementing the right technologies and services, and training education professionals in how to optimize learning with these critical tools.

Reusable News W. W. Norton & Company

A New York Times bestseller: "Udall masterfully portrays the hapless foibles and tragic yearnings of our fellow humans." —San Francisco Chronicle Golden Richards, husband to four wives, father to twenty-eight children, is having the mother of all midlife crises. His construction business is failing, his family has grown into an overpopulated mini-dukedom beset with insurrection and rivalry, and he is done in with grief: due to the accidental death of a daughter and the stillbirth of a son, he has come to doubt the capacity of his own heart. Brady Udall, one of our finest American fiction writers, tells a tragicomic story of a deeply faithful man who, crippled by grief and the demands of work and family, becomes entangled in an affair that threatens to destroy his family's future. Like John Irving and Richard Yates, Udall creates characters that engage us to the fullest as they grapple with the nature of need, love, and belonging. Beautifully written, keenly observed, and ultimately redemptive, The Lonely Polygamist is an unforgettable story of an American family—with its inevitable dysfunctionality, heartbreak, and comedy—pushed to its outer limits.

Sisters, Super-Creeps and Slushy, Gushy Love Songs MIT Press

Explore a concise and practical introduction to implementation methods and the theory of digital control systems on microcontrollers Embedded Digital Control: Implementation on ARM Cortex-M Microcontrollers delivers expert instruction in digital control system implementation techniques on the widely used ARM Cortex-M microcontroller. The accomplished authors present the included information in three phases. First, they describe how to implement prototype digital control systems via the Python programming language in order to help the reader better understand theoretical digital control concepts. Second, the book offers readers direction on using the C programming language to implement digital control systems on actual microcontrollers. This will allow readers to solve real-life problems involving digital control, robotics, and mechatronics. Finally, readers will learn how to merge the theoretical and practical issues discussed in the book by implementing digital control systems in real-life applications. Throughout the book, the application of digital control systems using the Python programming language ensures the reader can apply the theory contained within. Readers will also benefit from the inclusion of: A thorough introduction to the hardware used in the book, including STM32 Nucleo Development Boards and motor drive expansion boards An exploration of the software used in the book, including MicroPython, Keil uVision, and Mbed Practical discussions of digital control basics, including discrete-time signals, discrete-time systems, linear and time-invariant systems, and constant coefficient difference equations An examination of how to represent a continuous-time system in digital form, including analog-to-digital conversion and digital-to-analog conversion Perfect for undergraduate students in electrical engineering, Embedded Digital Control: Implementation on ARM Cortex-M

Microcontrollers will also earn a place in the libraries of professional engineers and hobbyists working on digital control and robotics systems seeking a one-stop reference for digital control systems on microcontrollers.

The Standard ML Basis Library McGraw-Hill Education

Illustrated book showing that there are few degrees of separation between mathematics and topics that provoke interesting conversations.

Introductory Chemistry St. Martin's Press

Move into iOS development by getting a firm grasp of its fundamentals, including the Xcode 9 IDE, Cocoa Touch, and the latest version of Apple's acclaimed programming language, Swift 4. With this thoroughly updated guide, you'll learn the Swift language, understand Apple's Xcode development tools, and discover the Cocoa framework. Explore Swift's object-oriented concepts Become familiar with built-in Swift types Dive deep into Swift objects, protocols, and generics Tour the lifecycle of an Xcode project Learn how nibs are loaded Understand Cocoa's event-driven design Communicate with C and Objective-C In this edition, catch up on the latest iOS programming features. Multiline strings and improved dictionaries Object serialization Key paths and key-value observing Expanded git integration Code refactoring And more!

Breaking the Fear Barrier Pergamon

This book summarizes so many things we need to know as a programmer, from a programmer 's perspective. Starting from the basic technical skills one must acquire, to managerial skills to manage a team of programmers.Emphases are put on the ethics of working as a programmer and as a member of the team. Inside this book you'll find tips on how to learn communication language among your peers, how to talk to non-engineers, and how to deal with difficult people. This book also shows us how to take a break when needed, and how to recognize when to go home, and how to communicate and negotiate with your boss, so that you won't end up working for 50 to 60 hours a week. This is a very good book, one that should be a mandatory for wannabe and professional programmers. If you happened to be a manager who supervises a hive of programmers, this book should provide you with useful insights into their minds and habits.

The Book Walter de Gruyter

Computational creativity is an emerging field of research within AI that focuses on the capacity of machines to both generate and evaluate novel outputs that would, if produced by a human, be considered creative. This book is intended to be a canonical text for this new discipline, through which researchers and students can absorb the philosophy of the field and learn its methods. After a comprehensive introduction to the idea of systematizing creativity the contributions address topics such as autonomous intentionality, conceptual blending, literature mining, computational design, models of novelty, evaluating progress in related research, computer-supported human creativity and human-supported computer creativity, common-sense knowledge, and models of social creativity. Products of this research will have real consequences for the worlds of entertainment, culture, science, education, design, and art, in addition to artificial intelligence, and the book will be of value to practitioners and students in all these domains.

A History of Race, Class, Power, and Privilege in Kentucky CAST Professional Publishing

A company's worst enemy isn't always the competition. Sometimes it's the fear that lives within its own walls. This fear can take many forms: fear of not meeting a goal, of not getting a bonus, of losing decision rights and respect. Fear compels employees and managers to protect themselves by creating seemingly impenetrable barriers fortified by rules and practices that benefit one group while harming others. Left unchecked, fear-driven barriers can spread at an alarming rate in a company. Workgroups define success not by reaching the company's overall goal, but by fulfilling their part of the process. Restrictive policies pile up until managers start to exert extreme control over headcount and resources. Other managers feel compelled to build empires -- taking over other departments' functions to regain or enhance their self-sufficiency. In the midst of these counterproductive activities, employees suffer, success deteriorates, and efficiency dies. While these barriers might seem insurmountable, they aren't. They were built internally, and they can be destroyed internally. By learning from the real-world lessons in this book, leaders, managers, and employees can overcome barriers that plague their company. It takes courageous leadership, and it can be difficult, but the result will be nothing less than transformational.

Addison-Wesley

Ally knows her super-efficient big sis Linn finds their chaotic family a bit ... exasperating. But when Linn falls for Q, the tearaway lead singer in a local band, all her sensible ways go out of the window. Everyone else can see that Q's a creep, but does Ally have the courage to burst Linn's heart-shaped bubble?

Drawn Up from the Communications of the Ministers of the Different Parishes. by Sir John Sinclair, Cengage Learning

Math Jokes 4 Mathy Folks is an absolute gem...---Jim Rubillo Professor Emeritus, Bucks County Community College, Newtown, PA The jokes in this book are well-chosen and cover a wide spectrum, from jokes for kids to jokes for math majors, from corny to thought-provoking---Art Benjamin Professor and Mathematician, Harvey Mudd College, Claremont, CA This is a book that every math teacher from elementary school through college should have in their classroom library. Who said math can't be funny?---Victoria Miles, Middle Grades Math Teacher, Weymouth, MA Patrick Vennebush has put together the most comprehensive set of mathematical jokes I have ever seen...if you like math and you like jokes---or if you need a joke to liven up an

otherwise dull and boring lecture---then you need to buy this book.---Guy Brandenburg, Retired Teacher, Washington, DC Math nerds and punsters rejoice! This is the book you've been waiting for---your perfect source for that one-liner to impress your girlfriend, boyfriend, or 8th-grade math teacher. ---Cathy Seeley, Past President, NCTM; Author of *Faster isn't Smarter*---Messages About Math, Teaching and Learning in the 21st Century I haven't laughed so hard since I discovered that imaginary numbers are just numbers with a not-so-real complex. Enjoy!---Edward B. Burger Professor, Williams College Williamstown, MA When not solving problems, telling jokes, or playing ultimate, G. Patrick Vennebush manages online projects for the National Council of Teachers of Mathematics. He has an M.A. in curriculum and instruction from the University of Maryland. He lives in northern Virginia with his wife Nadine, who laughs at 80% of his jokes; his twin toddlers Alex and Eli, who only appreciate 20% of his humor; and his golden retriever Remy, who has never been very good with percents

[Math Jokes 4 Mathy Folks](#) Robert Reed Pub

Book about the social life and customs of the Trobriand Islanders of Papua New Guinea

[Computational Creativity](#) John Wiley & Sons

A practical manual for the student of palaeontology, giving a grounding in theory, in addition to teaching graphical skills needed to make clear, representative and pleasing drawings of fossil specimens. As most early practical work in palaeontology is graphical the author has sought to teach the basics of graphic art as relevant to each fossil group. Puzzles, exercises and experiments are included, also self-assessment tests to allow students to check their progress.

[Middle School Math with Pizzazz!: E. Ratio and proportion; Percent; Statistics and graphs; Probability; Integers; Coordinate graphing; Equations](#) Math Jokes 4 Mathy Folks

The Seventh Edition of Zumdahl and DeCoste's best-selling INTRODUCTORY CHEMISTRY: A FOUNDATION that combines enhanced problem-solving structure with substantial pedagogy to enable students to become strong independent problem solvers in the introductory course and beyond. Capturing student interest through early coverage of chemical reactions, accessible explanations and visualizations, and an emphasis on everyday applications, the authors explain chemical concepts by starting with the basics, using symbols or diagrams, and conclude by encouraging students to test their own understanding of the solution. This step-by-step approach has already helped hundreds of thousands of students master chemical concepts and develop problem-solving skills. The book is known for its focus on conceptual learning and for the way it motivates students by connecting chemical principles to real-life experiences in chapter-opening discussions and Chemistry in Focus boxes. The Seventh Edition now adds a questioning pedagogy to in-text examples to help students learn what questions they should be asking themselves while solving problems, offers a revamped art program to better serve visual learners, and includes a significant number of revised end-of-chapter questions. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

[Students Who Are Blind Or Have Low Vision](#) Cambridge University Press

Move into iOS development by getting a firm grasp of its fundamentals, including the Xcode IDE, the Cocoa Touch framework, and Swift 3—the latest version of Apple's acclaimed programming language. With this thoroughly updated guide, you'll learn Swift's object-oriented concepts, understand how to use Apple's development tools, and discover how Cocoa provides the underlying functionality iOS apps need to have. Explore Swift's object-oriented concepts: variables and functions, scopes and namespaces, object types and instances Become familiar with built-in Swift types such as numbers, strings, ranges, tuples, Optionals, arrays, dictionaries, and sets Learn how to declare, instantiate, and customize Swift object types: enums,

structs, and classes Discover powerful Swift features such as protocols and generics Catch up on Swift 3 innovations: revised APIs, new Foundation bridged types, and more Tour the lifecycle of an Xcode project from inception to App Store—including Xcode's new automatic code signing and debugging features Construct app interfaces with the nib editor, Interface Builder Understand Cocoa's event-driven model and its major design patterns and features Find out how Swift communicates with Cocoa's C and Objective-C APIs Once you master the fundamentals, you'll be ready to tackle the details of iOS app development with author Matt Neuburg's companion guide, *Programming iOS 10*.

[iOS 11 Programming Fundamentals with Swift](#) Springer

McConnell, Brue, and Flynn's *Economics: Principles, Problems, and Policies* is the #1 Principles of Economics textbook in the world. It continues to be innovative while teaching students in a clear, unbiased way. The 19th Edition builds upon the tradition of leadership by sticking to 3 main goals: Help the beginning student master the principles essential for understanding the economizing problem, specific economic issues, and the policy alternatives; help the student understand and apply the economic perspective and reason accurately and objectively about economic matters; and promote a lasting student interest in economics and the economy. Connect is the only integrated learning system that empowers students by continuously adapting to deliver precisely what they need, when they need it, and how they need it, so that your class time is more engaging and effective.

[Macroeconomics](#) Arkose Press

A new edition of a book, written in a humorous question-and-answer style, that shows how to implement and use an elegant little programming language for logic programming. The goal of this book is to show the beauty and elegance of relational programming, which captures the essence of logic programming. The book shows how to implement a relational programming language in Scheme, or in any other functional language, and demonstrates the remarkable flexibility of the resulting relational programs. As in the first edition, the pedagogical method is a series of questions and answers, which proceed with the characteristic humor that marked *The Little Schemer* and *The Seasoned Schemer*. Familiarity with a functional language or with the first five chapters of *The Little Schemer* is assumed. For this second edition, the authors have greatly simplified the programming language used in the book, as well as the implementation of the language. In addition to revising the text extensively, and simplifying and revising the "Laws" and "Commandments," they have added explicit "Translation" rules to ease translation of Scheme functions into relations.

[A Programmer's Introduction to 3D Rendering](#) Cambridge University Press

The book is intended to provide a definitive view of the field of humor research for both beginning and established scholars in a variety of fields who are developing an interest in humor and need to familiarize themselves with the available body of knowledge. Each chapter of the book is devoted to an important aspect of humor research or to a disciplinary approach to the field, and each is written by the leading expert or emerging scholar in that area. There are two primary motivations for the book. The positive one is to collect and summarize the impressive body of knowledge accumulated in humor research in and around *Humor: The International Journal of Humor Research*. The negative motivation is to prevent the embarrassment to and from the "first-timers," often established experts in their own field, who venture into humor research without any notion that there already exists a body of knowledge they need to acquire before publishing anything on the subject—unless they are in the business of reinventing the wheel and have serious doubts about its being round! The organization of the book reflects the main groups of scholars participating in the increasingly popular and high-powered humor research movement throughout the world, an 800 to 1,000-strong contingent, and growing. The chapters are organized along the same lines: History, Research Issues, Main Directions, Current Situation, Possible Future, Bibliography—and use the authors' definitive credentials not to promote an individual view, but rather to give the reader a good comprehensive and condensed view of the area.